Knight



Hit Points -	Peasant	Archer	Pikemen	Swordsmen	Cavalry	Paladin
	1	10	15	25	30	50
Speed -	1	Slow	Medium	Medium	Fast	Fast
Attack -		5	5	7	10	11
Defense -		3	9	9	9	12
Damage -	1	2-3	3-4	4-6	5-10	10-20
Cost -	20	150	200	250	300	600
Spec. Ability -	None	12 Shots	None	None	None	2 Attacks

Barbarian



Name -	Goblin	Orc	Wolf	Ogre	Troll	Cyclops
Hit Points -	3	10	20	40	40	80
Speed -	Medium	Slow	Fast	Slow	Medium	Medium
Attack -				9	10	12
Defense -	1	4	2			9
Damage -	1-2	2-3	3-5	4-6	5-7	12-24
Cost -	40	140	200	300	600	C+750
Spec. Ability -	None	8 Shots	2 Attacks	None	8 Shots Regenerate	20% Paralyze, s Attack
						2 Spaces

Miscellaneous



Name -	Rogue	Nomad	Ghost	Genie
Hit Points	4	20	20	50
Speed -	Fast	Fast	Med./Fly	Fast/Fly
Attack -			8	10
Defense -				
Damage -	1-2	2-5	4-6	20-30
Cost -	- 50	200	n/a	G+650
Spec. Ability -	Enemy	None	Kills=more	10% halve
	can't		ghost	enemy unit
	retaliate			

Sorceress



Name - Hit Points -	Sprite	Dwarf 20	Elf 15	Druid 25	Unicorn 40	Phoenix 100
Speed -	Med./Fly	Slow	Medium	Fast	Medium	Fast/Fly
Attack -	4	6	4	7	10	12
Defense -	2	5	3	5	9	10
Damage -	1-2	2-4	2-3	5-8	7-14	20-40
Cost -	50	200	250	350	500	M+1500
Spec. Ability -	Enemy can't	25% resist magic	24 Shots 2 shots/rnd	8 Shots	20% Blind	Attack 2 Spaces

Warlock



Name - Hit Points - Speed -	Centaur 5 Medium	Gargoyle 15 Fast/Fly	Griffin 25 Med./Fly	Minotaur 35 Medium	Hydra 75 Slow	Dragon 200 Med./Fly
Attack -	3	4	6	9	8	12
Defense -	1		6	8	9	12
Damage -	1-2	2-3	3-5	5-10	6-12	25-50
Cost -	60	200	300	400	800	S+3000
Spec. Ability -	8 Shots	None	Unlimited Retaliation	None	Attacks all adj. spaces enemy can't retaliate	Immune to magic, Attack 2 spaces





